Nintendo ENTERTAINMENT SYSTEM

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TENGEN

1623 Buckeye Drive
Milpitas, CA 95035
U.S.A.

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TABLE OF CONTENTS

Title Screen 1
Warp Screen 1
Wave Information Screen 2
Option Screen 2
Options Menu 3
Blob Ball? 3
Controls 4
KLAX, How to Play 5
How to Complete a Wave 6
The Basic Examples of a KLAX 8
Special Wild Tile KLAX Combos 11

CREDITS

Original Game Design ..... Mark Stephen Pierce and Dave S. Akers
Programming ..... Dave O'Riva
Graphics ..... Greg Williams
Music ..... LX Rudis and Dave O'Riva
Special Thanks to ..... Mike Alexander
Manual and Packaging Artwork ..... Louis Saekow Design

OBJECT OF THE GAME/GAME DESCRIPTION: *This hot new tic-tac-tile game has you scrambling to catch colored tiles as they tumble down a conveyor belt. Arrange the tiles in same-colored stacks of three or more to score big points! Sound easy? Well, it is until the tiles come tumbling at you faster and faster and faster! You'll lose your mind trying to catch them all while figuring out where to stack them before you run out of room!! KLAX, the fun, fast, totally mind-boggling arcade puzzle that makes you move fast — and think faster!*

PROBLEMS? We recommend that you read this instruction booklet to learn and master the operation of this game. By doing so you'll have hours and hours of fun with your family and friends! Should you have any further problems or questions about playing this game or any of Tengen's games, please call a Tengen game counselor at (408) 433-3999 Monday through Friday from 8:30AM - 6:00PM Pacific Time.

PRECAUTIONS: 1. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart. 2. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game. 3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

TITLE SCREEN:

Use UP and DOWN on the control pad to move the block cursor between 3 options: START, OPTIONS and STUFF. Press the A Button to select the one you want.

START — Starts the game.
OPTIONS — A list of your options.
STUFF — You're on your own here...

WARP SCREEN:

After you start the game, watch a demonstration!

Move the hand to the wave you want to start at, then press the A Button (use LEFT and RIGHT on the control pad to move the hand).

Another player can press START now for simultaneous play.

WAVE INFORMATION SCREEN:

This screen is for your information only.

WAVE — The current wave number.
GET... — Shows what you need to get to finish the wave (see HOW TO COMPLETE A WAVE section).
HINT — A helpful hint...

Press the A Button to start this wave.

OPTION SCREEN:

This screen lets you check out the options that are available. For a complete description of these options see the OPTIONS MENU section.

Moving around this screen is the same as on the TITLE SCREEN.

OPTIONS MENU:

DROP METER — To help you learn the game, you can turn the drop meter off for WAVE 1. This way, you can choose only the colors you want and experiment with the game at your own pace.

DIFFICULTY — Choose easy, medium or hard. This setting changes the rate at which the blocks advance and affects ramping.

RAMPING — If ramping is turned ON, the game will get more and more difficult the longer you play.

SOUND FX — This setting turns sound effects ON and OFF, and serves as volume control.

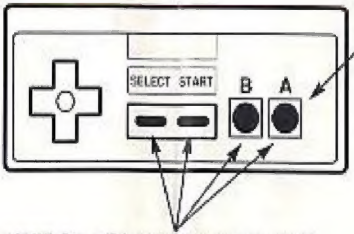
MUSIC — Allows you to listen to music during the game. Note that you cannot have both sound effects and music at the same time. The AUTO SELECT will change the tune you hear at the start of each wave or you can select one tune to hear for the whole game. Use the A Button to scroll through the various tunes.

BLOB BALL?

Yes, Blob Ball. Look on the STUFF MENU and you'll see it. Blob Ball is simply the stupidest game to come along in a decade! Lucky you. Just for fun, try out-thinking this blob and keep it from killing itself! It doesn't even know what a pattern is...oh, and in case you're wondering, Blob Ball has no relationship whatsoever to the rest of KLAX, it's just sort of there...

CONTROLS:

Controller:



NOTE: Press all four buttons *at the same time* (SELECT, START, B Button, A Button) to restart the game. For one player operation, either controller may be used.

Use the A Button to flip tiles from your paddle into the bin.

Control Pad:

Throw back the top tile on your paddle.

Move your paddle left.

Move your paddle right.

Accelerate tiles on the conveyor.

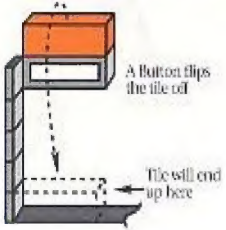
KLAX

A KLAX is three or more tiles of the same color in a row →

HOW TO PLAY

You play KLAX by moving your paddle left and right and using it to put tiles in the "bin". Your paddle can move to one of 5 positions on the screen:

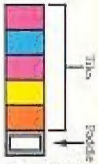
As tiles move down the conveyor, use your paddle to catch them.



Press the A Button to flip the top tile on your paddle off into the bin below. You can press UP on the Control Pad to throw the top tile on your paddle half way up the conveyor.

Also, you can press DOWN on the control pad to accelerate the tiles on the conveyor. Use this feature with caution.

There are up to 8 total colors in the game, plus the wild tile. (The wild tile is a flashing block that will substitute for any color.)



The paddle can hold up to 5 tiles.

Drop meter

If you do not catch a tile with your paddle, it will drop to its death and your drop meter will increase. You have a limited number of drops before your game is over. When all the lights are ON, your game is over!

HOW TO COMPLETE A WAVE

There are 5 different types of Waves in KLAX.

Type of Wave

"You must get xx* KLAXs."

What to Do

Get the number of KLAXs specified. KLAXs are three or more tiles of the same color in a row.

Type of Wave

"You must get xx* Diagonals."

What to Do

Only Diagonal KLAXs count towards finishing the Wave. You can still get other types of KLAXs, though (and you might need them to survive!).

Type of Wave	What to Do
"You must catch xx* Tiles."	That many tiles must be caught on the paddle to finish the Wave.
Type of Wave	**What to Do**
"You must get xxxxx* points."	You need to get this many points to finish the Wave. See the sections that describe Easy and Wild Tile KLAX configurations for how many points each type of KLAX scores.
Type of Wave	**What to Do**
"You must get xx* Horizontals."	Only Horizontal KLAXs count towards finishing the Wave. You can still get all types of KLAXs, though.

*x's represent a number based on current Wave.

THE BASIC EXAMPLES OF A KLAX

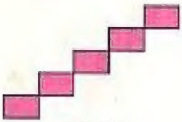
3 Tiles = 1 KLAX

4 Tiles = 2 XLAXs

5 Tiles = 3 KLAXs

continued...

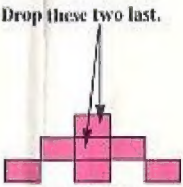
Basic KLAX examples continued...



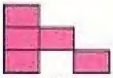
20,000 Points

2 X 10,000 Points

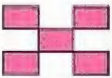
Drop these two last.



3 X 10,050 Points

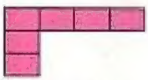


2 X 5,050 Points



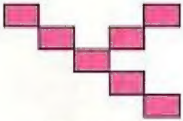
2 X 10,000 Points

2 X 1,050 Points

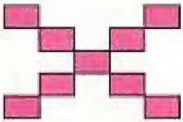


2 X 5,050 Points

2 X 30,050 Points

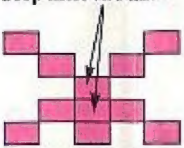


2 X 25,000 Points



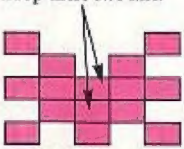
2 X 40,000 Points

Drop these two last.

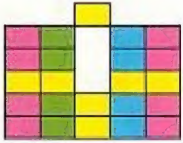


3 X 40,050 Points

Drop these two last.



4 X 50,050 Points



Big Points on Wave 1

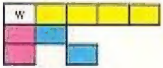
SPECIAL WILD TILE KLAX COMBOS

These KLAXs can be done easily by using a wild tile. (W = Wild Tile)

3 X 5050 Points

3 X 15,000 Points

3 X 10,050 Points



3 X 15,050 Points

2 X 5050 Points

3 X 11,050 Points

3 X 30,000 Points

3 X 20,000 Points

NOTE: Some of these wild tile configurations take a lot of practice. Once you get the pattern down, you can do it with ease.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

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